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SNK CORPORATION OF AMERICA
246 SOBRANTE WAY, SUNNYVALE, CALIFORNIA 94086. (408) 736-8844.

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INSTRUCTION MANUAL

SNK

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- As this Game Pak is a precision device, keep away from heavy shock and do not use under extreme temperature conditions.
- Do not touch the connectors and avoid water exposure, which might cause problems.
- Do not clean with thinner, benzene or alcohol.
- Always turn the power off before inserting or removing the Game Pak from the Nintendo Entertainment System.

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Thank you for selecting TOUCHDOWN FEVER from SNK for your Nintendo Entertainment System. For maximum enjoyment of your new game, please read this booklet carefully and save it for future reference.

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TOUCHDOWN FEVER!

It's the muscle, the hustle, the chomp, the stomp and the strategy that make it football! Run I-formations, quarterback sneaks, shot-gun plays, and more. Try a 40-yard field goal, or punt if you have to! Watch out for the safety, and don't cross that line of scrimmage!

If you've ever had the urge to kick the ball through the goalposts, send golden spirals into glory, or freight-train a pigskin into the end zone, you must have TOUCHDOWN FEVER!

Match league teams: play eastern division against western; play your team against the computer; or, play tournament with two players against the computer. Real clock time with 5, 10 or 15 minute quarters. Huddle for strategy and GO TOUCHDOWN GO!

RULES OF FOOTBALL

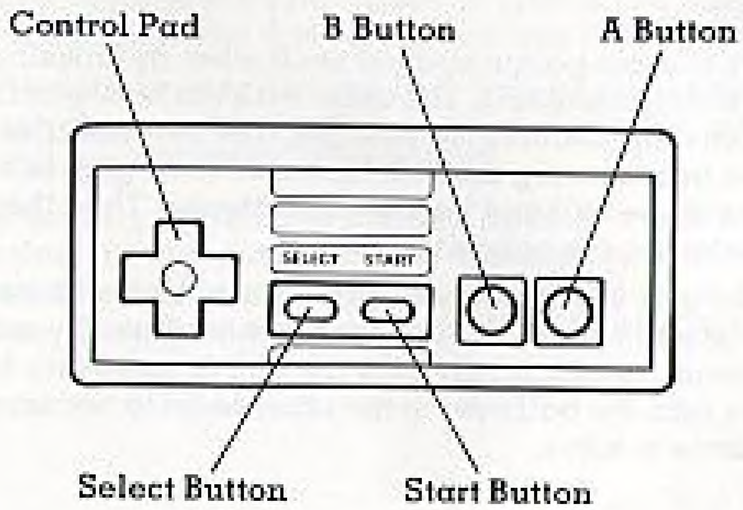
If you're playing Football for the first time, relax, the rules are simple.

The Object

2 teams try to score points against each other by crossing their goal-line with the football. The team with the ball is called the offense. The other team is the defense. The defense tries to prevent the offense from moving the ball forward. Their goal is to gain possession of the ball and become the offense. Then they can try to score by crossing the opposite goal line.

The offense gets 4 **downs** (chances) to move the ball forward for a total of at least 10 yards. If they don't accumulate 10 yards in 4 plays, the other team automatically gets the ball (a **turnover**). If they do score, they turn the ball over to the other team to become the offense with a chance to score.

THE CONTROLLER



Defense

Control Pad: Move players.

Select Button: Pause.

A or B Button: Select either A player or B player at the formation.

Offense

Control Pad: Move players. Also, press left and right on the button to shake free of your opponents.

Select Button: Pause.

Start Button: Time out (before selecting Formation or Offense).

A Button: Throw the ball in the direction of A player.

B Button: Throw the ball in the direction of B player.

NOTE: Don't operate the controller after pressing A Button (Start offense) at a punt-kick or a field goal.

SELECT SCREEN

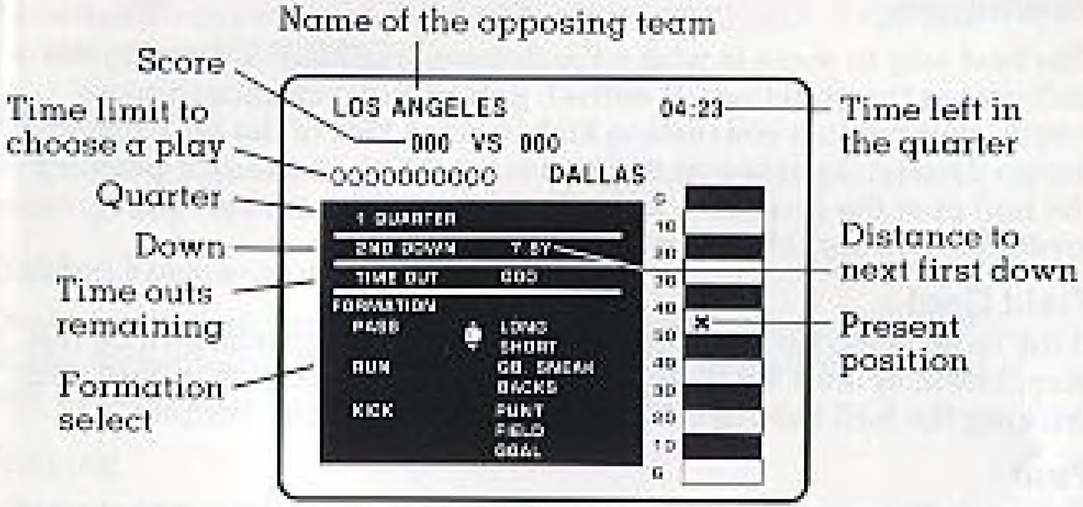
Player Select: ↑ 1P VS 2P
✚ 1P VS COMPUTER
↓ 1P, 2P VS COMPUTER

Game Select: MATCH LEAGUE (1P VS 1P MATCH)
TOURNAMENT (1P VS COMPUTER)
(1P, 2P VS COMPUTER)

Time Select: ← ✚ → 5, 10, 15 MINUTES

Team Select: Press A button to choose a team from 6 teams in WEST and 6 teams in EAST.

INFORMATION SCREEN



- Whenever screen shows 0.0, you have less than an inch to go for the first down.
- Huddle (gathering to make plays) can be shown in each down.
- Press Control Pad to select Formation.
- Press A Button to return to the game.

SCORING

Touchdown

The best way to score is with a **touchdown** (running or passing the ball across the goal line). It earns 6 points and a chance to score 1 extra point with a **conversion kick** (a close kick of the ball through the goalposts). 2 extra points may be scored by running or passing the ball over the goal line. After the snap of the ball, move the joystick left or right for your 2-point attempt.

Field Goal

If the team is too far from the goal-line to score a touchdown by the completion of their 3rd down, they may try to score with a **field goal** (kicking the ball between the goalposts). This earns 3 points.

Punt

If the team seems too far to score with a field goal, they may choose to **punt** (kick the ball as far away from their opponent's goal as possible). They do not score, but they make it harder for the other team to score after they take possession of the ball.

Safety

A safety allows the defense team to gain 2 points. This happens when the offense player is tackled or falls down behind his own goal line.

MOVING THE BALL

There are 3 ways to move the ball forward: KICKING, PASSING (throwing), and RUNNING.

Kicking

Kicking is only used for field goals and punts, but running and passing may be done in any other play.

Kicking Formations

The two kicking formations are the PUNT formation and the FIELD GOAL formation as described above. **NOTE:** Even if you choose a kick formation, you can use pass or run offenses.

Passing

When passing, the offense can only throw the ball forward once during each play, but side-to-side or backward as many times as desired.

The ball cannot be thrown forward after the player has crossed the line of scrimmage (the line that the ball was on at the beginning of each play). If the ball is passed, but not caught, it's ruled **incomplete**. This takes up 1 down.

Passing Formations

- A LONG PASS formation will throw the ball to an offense player down the field.
- A SHORT PASS formation will throw the ball to a nearby offense player.

Running

You may choose 1 of 2 run formations to carry the ball forward.

Running Formations

- The QB SNEAK will make the Quarterback (the player who throws the ball) run with it instead.
- The BACKS formation will cause the ball to be handed to one of the backs who will run with the ball.

GAINING YARDS!

Hints for the Offense

- Touchdown Fever uses actual I-FORMATION plays just like the pro teams.
- You can also try a SHOT-GUN. Pass the ball along the sideline without crossing the line of scrimmage. Watch your A & B players though!

GAME TIME

The game time is made up of 4 quarters with a halftime after the second quarter. The clock shows these as 4 equal parts of 5, 10, or 15 minutes. In the last minute, the clock will show the seconds.

The game begins with a kick-off of the ball. The second half of the game also begins with a kick-off. The **field direction** changes at the end of the first and third quarters.

A time-out can stop the clock temporarily to review strategy.

GLOSSARY OF TERMS

TOUCHDOWN: Points earned when the player with the ball runs into the end zone or when a player receives a pass in the end zone.

1ST DOWN: First offensive play.

2ND DOWN: Second offensive play.

3RD DOWN: Third offensive play.

4TH DOWN: Fourth offensive play.

TURNOVER: Give up the ball to the opposing team.

INCOMPLETE PASS: Dropping the ball on a pass or failure to receive the ball on a pass.

TIME OUT: Game play stops temporarily to review strategy.

SAFETY: 2 Points to the opposing team.

FIELD GOAL: Points made by kicking the ball through the goalposts.

END OF PERIOD: End of Quarter.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.